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SUCCESSFUL SOCIALS

—BY—
MRS. EDWARD P. GATES



UNITED SOCIETY OF CHRISTIAN ENDEAVOR
BOSTON CHICAGO

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INTRODUCTION

The outlines for socials offered in this book are the result of ten years' experience in striving to meet the recreation needs of young people. An effort has been made to give, not merely a collection of games, but a series of carefully worked-out programmes, each containing sufficient material for an entire evening's entertainment

Suggestions for games have been gathered from various sources and credit is given wherever the original source is known. Thanks are due to *The Modern Priscilla* for permission to reprint some of the socials which originally appeared in that magazine.

ESTELLA GATES.

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THE CONGRESS OF WINDS

Normal young people want physical activity rather than mental activity in their good times. This breezy affair meets their need exactly.

THE CONGRESS OF WINDS

Invitations for this windy affair may read as follows:

I'm but a gentle little breeze,
Just learning how to blow,
And I have come to tell you, please,
That on the date below
The winds will have a party,
With fun, and song, and din.
We hope that on that evening,
You'll be certain to "*blow in.*"

Friday, March 23

At the home of

Fans, toy balloons of various colors, and tissue-paper streamers kept in motion by an electric fan may be included among the decorations.

Give to each guest on entering a small horn, whistle, or similar noise-making instrument, with instructions that he is to "blow his own horn" all evening.

Brag and Blow

Form the company into two lines, seated, facing each other, with about six inches of space between the lines. At the word "go," each person introduces himself to

the one seated opposite, and then starts to "blow" about himself and his accomplishments as enthusiastically as possible. At the end of one minute, the bell rings, and the players in one row move down one seat, the person displaced at the end running to the head of the row and occupying the seat thereby vacated. The game then proceeds as before. After each member of one line has thus been introduced to all persons in the other, a vote should be taken as to the person who has been most successful in "Blowing" about himself, but contrary to expectations, the prize should be awarded to the player who secures the least number of votes, and is therefore considered the most modest.

Whirlwind

This is an old game, but one which will provide plenty of fun. The guests are seated in a circle, with the exception of one player, who stands in the centre. There is one vacant chair, and the object of the centre player is to occupy this chair. The others seek to prevent this, however, by hurriedly moving to the right or left and thus filling the empty seat as the player in the ring approaches it.

Egg Football

Six or more of the contestants may play this game at one time. Seat the players on opposite sides of a narrow table, an equal number on each side. With a needle, punch a hole in each end of an egg, blow out the contents, and place the empty egg-shell in the centre of the table. At the signal, both teams start to blow. The object of the game is to blow the egg-shell over the other team's end of the table. This scores a goal and counts

six points. Four quarters of two minutes each are played, with thirty seconds between each quarter to allow the players to catch their breath. Players must keep their hands beneath the table and must not touch the egg in any way.

Bubble-Blowing Contests

Nothing is more real fun than to go back to the days of childhood and once more indulge in the joys of bubble-blowing. Give each player a pipe and provide an abundance of good soapsuds. Add a little glycerine to the soapsuds. Among the games which may be played are:

BUBBLE VOLLEY BALL. The company is divided into two groups separated by two parallel strings stretched two feet apart down the centre of the room. The object of the game is to cause the bubbles to break on the opponents' side. Bubbles which break in the space between the two strings do not count for either side.

LUNG TEST. A simple prize may be awarded to the person who succeeds in blowing the largest bubble.

HIT THE TARGET. Paint a target on a sheet of paper and suspend it at one side of the room. Contestants should stand six feet from the target, blow their bubbles in turn and try to throw them so as to strike the target. Score should be kept.

FEATHER TENNIS. Divide the contestants into two groups separated by a chalk line. Each player should be provided with a palm-leaf fan. Toss a feather into the air and let the players bat it from one to another with their fans. The object of the game is to

keep the feather from touching the floor on one's own side of the line and to force it to the floor on the opponents' side.

Endurance Contest¹

The evening's programme may be brought to a fitting close with this contest which requires two players, preferably young ladies. At the word "go" each contestant starts talking as rapidly as possible at the top of her voice. No credit is given for what is said, but the winner is the one who can keep up a steady stream of conversation for the longest time.

Of course, a "regular blow-out" will be served for refreshments.

A NUTTY SOCIAL

"A little nonsense now and then is relished by the wisest men." There is little chance for dignity at this social, but a good time is guaranteed for everybody.

A NUTTY SOCIAL

R hole
NUTTY FAMILY
invite u 2 r
NUTTY SOSHUL

Friday, April first
At the home of

Sined:

P. Nut
W. A. L. Nut
Grape Nut
Hazel Nut
Ches. Nut
Koko Nut

P. S. Chicken Dinner—B sure 2 kum.

An invitation, similar to the above displayed on posters or written on cards and sent personally to the young people whose presence is especially desired, is sure to arouse interest. Guests will come, both out of curiosity and also because of an interest in the chicken dinner referred to in the postscript.

While this party is suggested as an entertainment for All-Fools' Day, it can readily be adapted to any

other season of the year. Nearly all the games are equally appropriate for fall or winter.

If the social is held in the fall, decorate with autumn leaves and branches. If the party is to be an April-Fool's celebration, however, the decoration may be a little more fanciful.

Raincoats and umbrellas may be hung on the walls. A large clock should be placed in plain view, on which the minute and hour hands have been exchanged. Signs, such as "Keep off the Grass," "Beware of the Paint," "No Dogs Allowed," may be posted at intervals. A handkerchief fastened securely to the floor will afford much amusement to the bystanders, as one person after another tries to pick it up.

As each guest enters, he should be greeted heartily by a member of the reception committee, who will shake his left hand violently and assure him, "We are so sorry you came."

Secure, in advance of the social, a quantity of nuts of five or six different kinds, such as pecans, almonds, peanuts, walnuts, hazel nuts, and hickory nuts. Give a nut to each guest as he enters, with instructions to keep it until further notice. Be sure to give out an equal number of each variety of nut, so that at the proper time, the guests may be divided into "nut families" of equal size.

Matching Hearts

Announce that the first game on the programme will be to match hearts for partners. Give to each guest one-half of a paper heart, numbered, and instruct him to search until he finds a partner with a half heart bearing the same number. After a few minutes of

earnest, but vain search for partners among the ladies of the party, the men will discover that each has been matched with a partner of his own sex, and the girls will make the same sad discovery.

The "Silly" Game

By this time, the company should be ready for the "Silly" game. Form the guests into two lines, facing each other, about five feet apart. Name one group the "nuts" and the other group the "crackers." The leader should stand midway between the two lines and toss a paper duncecap into the air. If the cap falls with the tip pointing toward the "nuts" each member of this side will burst into hearty laughter while all of the "Crackers" maintain a mournful expression. When the tip points toward the "Crackers," however, they will laugh in the same way, while the "nuts" endeavor to retain their dignity. The object of the game is to induce members of the opposite side to laugh out of turn, whereupon they are transferred to the opposing team.

Now is the time to divide the company into "families." The guests should be instructed to group themselves according to the variety of nut given them at the beginning of the social, and in the following games the groups should compete against each other.

Foolish Advertisements¹

¹ Introduce first an exhibit of pictures cut from well-known advertisements. Mount each picture on cardboard, and under the picture write the slogan of some other advertisement. For example, the magic words, "It floats," may appear under a picture of a safety

razor. "Children Cry for It," might be given as the title of a complexion cream, and "Why Envy a Good Complexion?" could be inscribed under a picture of the Gold-Dust Twins. Let the nut families compete in guessing the correct titles for the pictures. As soon as a player thinks he has guessed a correct title he will report it to the leader of the game who will keep score by families and with an appropriate speech award a peanut to each member of the family scoring the largest number of correct guesses in five minutes.

If the number of guests is large, a series of progressive games may now be played by the different families. There should be a leader for each game and the groups will pass from one leader to another until each group has played every game. In case the company is small, however, and there are not enough guests to make the grouping desirable, the entire company may join in each game at the same time. Among the games which may be played are the following:

1. **DRESSING THE FAMILY.** Give each member of the group a peanut, a small supply of tissue paper, and a few pins. Recognition should be given to the person who can produce the most attractively dressed nut in five minutes. This game will be more interesting if one person is required to dress the baby, another the father, another the mother, another big sister, and so on.

2. **NUTTY EXCHANGE.** The group should be divided into two groups, facing each other. At one end of each line should be placed a dozen peanuts, and at the other, a dozen walnuts. At a signal from the leader, each line will start to pass the walnuts to the peanut end of the line, and the peanuts to the walnut end. That side wins

which first succeeds in getting all its nuts properly transferred.

3. ONE-HAND GRAB. A large dish of all varieties of nuts should be placed on the table and each person in turn should be given an opportunity to grab as many nuts as he can hold in grasping. Different values should be assigned to the different varieties of nuts. For example, peanuts may count one point, walnuts two points, almonds ten points, and so forth.

4. PEANUT STAB. The peanuts should be placed on a flat dish or pie-pan, and one minute should be allowed to the contestant in which to spear as many nuts as possible on a hatpin. Only one hand may be used and the nuts must not be touched with the fingers. Only the nuts remaining on the hatpin at the end of the minute will count in the score.

5. NUTTY ZOO. Provide wax chewing gum, tooth-picks, and a bowl of nuts. Allow five minutes in which the members of the group may construct animals for the zoo. Some very wonderful creations will be the result.

After these group games the guests will be ready for one or two ring games in which the entire company may take part. Let all the players form a circle. While some one plays the piano a nut may be passed from hand to hand around the circle. At frequent but irregular intervals, the music should stop. The player so unfortunate as to be caught with the nut in his possession when the music ceases must drop out of the circle. The game then proceeds as before, until only one player is left.

After such an active programme, there will be frequent demands for the "chicken dinner" referred to in

the invitations to the social, and this should now be served with much ceremony. The hostess should announce that not only is this to be a chicken dinner, but that it is also the dinner of a chicken, whereupon to each guest will be served a few grains of corn and a small quantity of bread crumbs. After the merriment over this surprise has subsided, the real refreshments of the evening may be served.

A MUSICAL MIX-UP

*No matter if you "B sharp" or live in
"A flat" your guests will thoroughly en-
joy this musical mix-up. Good for any
time and any number of people*

A MUSICAL MIX-UP

This social is appropriate for any season of the year and for a crowd of almost any size. It will be found particularly useful in cases where it is necessary to entertain a group of mixed ages, some young people who prefer games of a lively nature, and others of more advanced years who wish to enjoy themselves more quietly.

Sliced Songs

A simple means of getting the guests acquainted is to typewrite the words of several well-known songs on sheets of paper, cut each sheet into several sections and give a piece to each person on arrival, with instructions to find those holding the other parts of the same song. If preferred, each guest may whistle the tune of his song, and in this way identify himself and the other members of his group. As soon as groups have been formed in this way, and time has been given for brief introductions, each group should sing its song. A bouquet of paper flowers may be awarded to the group rendering its selection most effectively.

The Musical Wand

For this game, the entire company should be gathered in a large circle. As the piano plays, a wand should be passed from one person to another around the circle. At unexpected moments the person at the piano will

cease playing, and the player who holds the wand at the time when the music stops must drop out of the circle. This game may continue until one by one all the players have been eliminated. In the meantime, those who have dropped out may start playing the game of

Ring the Bell

Hang three small bells by strings in an open doorway. Divide the company into two groups, and let players take turns in endeavoring to hit the bells with a small rubber ball. Players should stand ten feet from the doorway and toss the ball gently. Each bell should count a different number of points. Striking one bell should count five points, another ten, and the third fifteen. Each player should be given three throws and if he succeeds in hitting a bell at each throw, his total score should be doubled. Score should be kept by sides, and the losing side should be required to sing a song for the entertainment of the winners.

The Silent Orchestra

Any number of persons may play this game. To each person is given the name of some musical instrument, and as the director of the orchestra leads, the players must go through the motions required in playing the instruments to which they have been assigned. Suddenly, however, the director will start to make the motions of playing one of the instruments in his orchestra. The player of that instrument must immediately cease to play and remain motionless until the leader either resumes directing or makes the motions of some other instrument. A forfeit must be paid by any player who fails to do this.

Musical Relay

Four young men and four young ladies are required for this game. Station the men at one side of the room and the girls at the opposite side. Give to each young man a folded slip of paper on which has been written the name of a popular song. Give to each young lady a blank slip of paper and a lead pencil. At the word "go" each young man runs to the girl to whom he has been assigned, reads to himself the name of the song on his slip of paper, and endeavors to whistle it to the girl. She listens carefully and writes on her blank slip of paper the name of the song which she thinks he is whistling. Her partner thereupon runs back with her slip to the starting point. The winner is the first young man to return with the correct name of his song written on his slip.

The Hairmonica

Eight girls and one man are required for this game. The musical staff should be painted on a large sheet, and notes should be indicated for each line and space. At the base of each note, a hole should be cut in the sheet. Hang the sheet at one end of the room. The young man should then be introduced as Professor Kanplayski and should enter the room wearing a long coat, a wig of long, flowing hair, and a long beard. He should explain in broken English the wonders of his marvelous new invention, the hairmonica. After a brief talk, he will announce his players, and the eight girls will file into the room, each with her hair hanging down her back in a long braid. The young ladies will take their places behind the sheet and seemingly will push their braids of hair through the holes in the notes. In

reality, each girl will carry with her a braid of false hair and it is these braids which the audience sees hanging on the screen. The "professor" announces the name of his selection and then proceeds to play the "hairmonica" by pulling the braids one after another, while the chorus behind the screen sings the song.

Motion Songs

This very amusing game consists in following the motions of a leader as he acts out the words of some well-known song which all join in singing. "The Old Oaken Bucket" and "There's a Long, Long Trail" are especially adapted to this game. Novel motions will suggest themselves to every leader, but the following suggestions will apply to the "Old Oaken Bucket":

How dear (*leader hugs himself*) to my heart (*hand on heart*)

Are the scenes (*hand shading eyes*) of my childhood (*hand on head of imaginary small child*),

When fond recollection (*hand on forehead*) presents (*both hands outstretched*) them to view (*hands as if holding opera glasses*);

The orchard (*point with right hand*), the meadow (*point with left hand*), the deep (*point down*) tangled (*revolve hands*) wildwood,

And every loved spot (*pretend to rub spot from coat*) that mine infancy (*motion of rocking baby*) knew.

The cot (*pretend to go to sleep*) of my father, the
dairy (*motion of using a churn*) house nigh it,

And e'en the rude bucket (*fingers of both hands
touching as if around a bucket*) that hung
(*fingers around neck*) in the well (*look down
into the well*).

The old oaken bucket,

The iron-bound (*draw circle in the air*) bucket,

The moss-covered (*stroke imaginary moustache*)
bucket

That hung in the well.

All who take part in the game must sing heartily and follow exactly the motions of the leader. Anyone who fails to do this, or who laughs during the song, must pay a forfeit.

Illustrated Songs

Give each guest a paper plate and one or two colored crayons and request each one to draw a picture illustrating a popular song. Number the plates, hang them around the room, and allow fifteen minutes for the players to write on slips of paper the name of the song which they think each picture represents. A simple prize should be awarded to the player guessing the largest number of titles, and also to the artist whose picture is correctly guessed by the largest number.

The evening may properly close with a short programme of musical selections.

THE COUNTY FAIR

*Everybody from six to sixty will enjoy
this County Fair Incidentally, if you
want to make money, this social will
help fill your treasury*

THE COUNTY FAIR

Here is a social that is appropriate for almost any season of the year. The programme is equally adaptable for the entertainment of a small group or a large company of several hundred.

The rooms where the county fair is held should be decorated to resemble out-of-doors. Branches of trees, pictures of out-of-door scenes, paper flowers, and similar decorations, can be combined very effectively. An attractive new moon may be constructed by cutting a crescent from yellow tissue paper, applying paste lightly around its edges, and placing it in the center of a sheet of blue tissue-paper. Fasten this over an electric light, like a bag, first cutting the blue paper from underneath the yellow.

Booths, in which to display the various attractions of the fair, should be constructed around the sides of the room. These may be made of sheets or draperies hung on wires or supported by poles. On the outside of each booth should be advertised as gayly as possible the attractions to be found within. Posters should be displayed, extravagantly worded, and decorated with appropriate pictures cut from magazines.

Similar posters to advertise the affair should be displayed prominently for several weeks in advance of the social. In addition, personal invitations should be sent to all those whose presence is especially desired. These

latter should be attractively worded and may be decorated with suitable illustrations.

One style of poster for use in advertising the county fair might read as follows:

K O M E
to the
KOUNTY FAIR

Visit the most stupendous aggregation of
KOMICAL KREATURES
in
KAPTIVITY

See: Hear: Enjoy:

The Sea-Cow
Prize Pumpkin
One-Ring Circus
Nickel Show
Merry-Go-Round
Deep Sea Monsters
Face That Cannot Smile
Ballon Ascension
Etc., etc.

Place
Date

Those guests who come early should be directed, upon entering, to a corner of the room labeled "Konfidence Korner."

Here an enthusiastic leader should group the players into two circles, one circle inside the other, each player on the inside circle facing a player on the outside circle. At a signal from the leader the persons on the inside

circle introduce themselves to the players opposite them on the outside circle, and then attempt to carry on a one-minute conversation upon some topic announced by the leader. At the end of one minute the leader rings a bell, and the inner circle moves two steps to the right, bringing each person opposite a new partner. The game then proceeds as before, but with a different topic for conversation. Many topics of conversation will suggest themselves: such as "The funniest experience of my life"; "My favorite kind of pie, and why."

While the guests are gathering, and throughout the evening, frequent musical selections should be rendered by the "band." The members of the band should be adorned with paper hats and large card-board medals. The leader of the band should have long hair and be very energetic in his direction of the music. It is not necessary, however, that the players should be expert musicians, as they will simply make the motions involved in playing their respective instruments, while the actual music is supplied by a phonograph concealed behind the bandstand. A few chairs should be arranged around the bandstand for those who wish to rest while listening to the music.

Each booth should be numbered and tickets should be prepared in advance listing the different numbers in the order in which the booths are to be visited. These tickets should be prepared in sets, so arranged that not more than ten or a dozen persons will be admitted to a booth at one time. It will simplify matters if each set of tickets is on a different color of paper. As soon as the guests have gathered, these tickets should be distributed, and the sight-seers grouped according to the booth which they are to visit first. Before starting on their sight-seeing tour, each group should select a leader

who will assume responsibility for keeping his party together and making sure that no one is lost by the way.

For each booth there should be a "barker" to describe as eloquently as possible the attractions to be seen inside. There should also be a ticket-taker to punch the tickets of the party, and a lecturer inside the booth to point out the important features. If necessary, one person may, of course, serve in all three capacities.

Here are a few attractions which may be visited:

1. **THE MUSEUM.** A number of interesting objects may be displayed here, each one appropriately labeled. For example:

"The First Coat-Hanger." (A nail).

"Ancient Means of Locomotion." (An old shoe.)

"The Face that Cannot Smile." (A watch.)

"Imported Hand Work." (Swiss cheese.)

"Deep-Sea Monsters." (Can of sardines.)

"New-Fashioned Bell." (A wet towel, with an invitation to wring-(ring)-it.)

2. **THE SEA-COW.** Here the visitors will be shown a small picture of a cow with the letter "C" upon it.

3. **PRIZE PUMPKIN.** Take the guests into this booth one by one; ask each in turn to look over a railing at one end of the booth into a large mirror. After a short time it will dawn upon him that he is gazing at a "prize pumpkin," and he will laughingly go out to urge some friend to pay a similar visit.

4. **SEEING "THE MILKY WAY" THROUGH A BIG TELESCOPE.** Visitors are invited to gaze through a large

cardboard tube. Upon doing this they find themselves looking earnestly at a can of condensed milk.

5. ONE-RING CIRCUS. Immediately upon entering this booth the visitors are informed that this is a "one-ring" circus, and a forfeit is imposed upon all who are wearing more than one ring, and also upon those who have no rings at all. The principal feature in this booth is the exhibition of the "tumblers." These turn out to be ordinary glass tumblers.

3. NICKEL SHOW. Upon entering the booth the guests are invited to be seated, and informed that the show will commence at once. After a time, some keen-eyed visitor will discover a five-cent piece on the table at the front of the booth, and the crowd will pass out sheepishly to make room for another group.

7. THE GIRL WITH THE LONG HAIR. This young lady's crowning glory may be made of untwisted rope. The lecturer should speak enthusiastically about this remarkable growth of hair, and may endeavor to sell small bottles of water marked "hair restorer."

8. THE WOMAN WITH HANDS ON HER SHOULDERS, and THE MAN WITH HANDS WHERE HIS FEET OUGHT TO BE. A girl stands behind the woman with her hands on the latter's shoulders. The man wears shoes on his hands. A good "barker" will make this side-show very attractive.

9. THE MERRY-GO-ROUND. A girl wearing a placard on which the name "Mary" has been printed should walk around in a circle.

10. THE FORTUNE-TELLER. The person who occupies this booth should be dressed as a gypsy and should

offer to tell for a penny the "past, present, and future" of any visitor. Upon receiving the penny, she should say, "Your past is that you formerly had this penny, your present is that you do not have it now, and your future, is that you will never see it again." She thereupon pockets the coin and invites in the next victim.

11. **THE BALLOON ASCENSION.** This event may be one of the closing features of the programme. An ordinary toy rubber balloon can be used, and the ascension should be preceded by a selection from the band and an oration from the manager of the fair.

Those who lost forfeits in the "one-ring circus" may now be given an opportunity to redeem them by entertaining the company in various ways.

Lemonade and small bags of popcorn will make excellent refreshments.

This social is especially useful where some kind of money-raising affair is desired. A small admission fee can be charged, with an additional charge of a penny or two for admission to each booth, for forfeits, and for refreshments.

AROUND THE WORLD
IN EIGHTY MINUTES

Even in these days of airplanes, it is a real achievement to travel around the world in less than an hour and a half. This social is full of fun, with a good flavor of missionary interest as well.

AROUND THE WORLD IN EIGHTY MINUTES

As invitations for this party use strips of paper, printed or written in the form of railroad tickets, somewhat as follows:

THIS ENTITLES

.....

to one first-class passage

AROUND THE WORLD

Good only for trip starting
from the

FIRST PRESBYTERIAN CHURCH

Friday, January 18

If desired, coupons may be attached, listing the various countries to be visited.

The evening's programme may be started by playing

Catching the Train

Draw a large square on the floor and station the players in two companies, hands joined, at opposite corners of the square. At a signal from the leader both lines start running around the square to the right, the leader in each line trying to catch the player at the rear of the other line.

Missionary Spell-dow.

Divide the company into two groups and appoint a captain for each group. Give to each captain a list of twenty questions on missionary subjects, with their answers, and allow him ten minutes in which to teach these answers to the members of his side. The lists will then be collected and the questions will be asked, one at a time, first of one side and then of the other. When a player fails to answer a question he must drop out of the game, and the question must be asked of the next player on the opposing side. Questions like the following may be used:

About what proportion of the earth's land surface is comprised within the continent of Africa?—Nearly one-fourth.

Compare the circumference of the earth with that of Africa.—It is as far around the coast of Africa as it is around the world.

What portion of the earth's population lives in Africa?—One-eighth.

How many languages and dialects are spoken in Africa?—843 languages and dialects.

What is the average Sunday attendance at the Elat Presbyterian Church in West Africa and its seven branches?—26,000.

How many Christians are there in Africa?—10,000,000.

Among what people did David Brainerd work?—American Indians.

J. A. Burns labored among whom?—American mountain whites.

Allen Gardiner?—South Americans.

Marcus Whitman?—Oregon country Indians.

Robert and Mary Moffat?—Africans.

David Livingstone?—Africans.

Missionary Mix-up

The guests should be seated in a circle with one player in the centre. Assign to some of the players the names of missionaries and to others the names of the mission fields where they worked. The player in the centre will then call out the names of several missionaries, and the persons bearing these names must immediately change places with their corresponding fields. In the confusion, the player in the centre tries to secure a seat, and if he succeeds, the person left without a chair must take his place. When the phrase "The whole wide world" is called, everybody must change places.

Games of Foreign Countries

The programme of the evening can be made especially interesting by playing some of the games of other nations. An excellent collection of these games will be found in "Children at Play in Many Lands," published by the Missionary Education Movement, New York City. Some of the games which follow have been taken from this very helpful volume.

Eating the Fish's Tail

The players take hold of each other by the shoulders, thus forming the fish, the first in line being the head, and those at the end, the tail. The head swings around in an endeavor to catch and "eat" the tail. The tail tries to escape. The line must not be broken during the game.

Hana, Kuchi, Mimi, Me

(Japanese Game)

The players are seated in a circle on the floor, while the leader, tapping her mouth, says, kuchi (*mouth*) kuchi, kuchi, me (*eye*.) All the players imitate her as she taps her mouth, but when she says me (*eye*), instead of tapping her eye, she touches her ear (*mimi*) or her nose (*hana*). The game is to do what the leader says and not what she does, and this is a very difficult matter if the leader moves or speaks quickly. If a player makes a mistake, he must take the leader's place.

Syrian Motion Game

The players are seated in a circle on the floor. The one chosen to be "it" makes some motion, perhaps, for example, taking hold of the ear of the player next to him. Each player in turn must follow the same motion. If any one laughs or speaks he must drop from the game.

A LEAP-YEAR PARTY

Whether you are married or single you will enjoy hunting for your husband or bidding for a partner at this unusually "heart-y" affair.

A LEAP-YEAR PARTY

While this social, in the form given here, is only appropriate every four years, nearly all of the games can be used at valentine parties, or on other occasions.

Invitations might read as follows:

WE DARE YOU
to take a chance.

LEAP BEFORE YOU LOOK
February 29, 1924,
at the home of

Signed:
Girls' Vigilance Committee.

P. S. Not responsible for hearts or other valuables unless checked with the management.

Autographs and Eyes

Provide each guest on entering with a red paper heart and instruct him to write his name upon it. Since this is a leap-year party, each person will be told to wear his heart on his sleeve in plain view. Supply everybody with pencil and paper and allow ten minutes for intro-

SUCCESSFUL SOCIALS

duction and conversation. During this time, each guest will try to secure as long a list of autographs as possible, writing opposite each name the color of the owner's eyes. When time is called, a simple prize should be awarded to the girl with the longest list of names. Another prize should be given to the man whose name appears on the smallest number of lists and who therefore is assumed to have defended himself most successfully against feminine wiles. The success of this game depends upon keeping secret the basis upon which the prizes will be awarded.



Imaginary Proposals

Supply the guests with paper and pencil. Ask each girl to write a proposal to some imaginary ideal. Instruct each man to write an acceptance or refusal. Collect the sheets, shuffle, and re-distribute. Then have them read alternately—first a proposal and then an acceptance or refusal.

Hunt for Husband

Cut out a large number of paper men about two inches high and conceal them in all parts of the house. Allow ten minutes for the hunt and award a prize to the girl finding the largest number.

While the girls are busy hunting for husbands, it is quite appropriate that the men shall be preparing for permanent bachelorhood by engaging in a needle-threading contest. Give each player five needles and a long piece of thread, and present the prize to the man who first succeeds in threading all five needles.

Serious Conversations

Give each guest an equal number of small candy hearts. Announce that conversation on any subject is permitted, but that any man answering a question by "yes" or "no" must forfeit a heart to his questioner, and any girl using a word in her reply beginning with the initials of "leap year," "l," or "y," must pay the same penalty.

Auctioning Partners

The hearts which the girls have acquired in the preceding game may now be used as money in the purchase of partners for the remainder of the evening. Stretch a curtain across one end of the room and station all the men behind it. Each man in turn will be seated in a chair behind the screen with only his feet protruding on the side where the girls are standing. An enthusiastic auctioneer will then endeavor to dispose of this possible husband by an eloquent description of his feet, while the girls bid against each other in true auction fashion. Where there are more girls than men, several girls may form a company and purchase one man between them. This game can be made especially amusing if a witty auctioneer is chosen and if the men will change shoes now and then to add to the confusion of their would-be purchasers.

Leap-Year Archery

Paint a large picture of a man on a sheet of cardboard and paste a red paper heart over the spot where that organ would properly be located. Give to each girl a small cardboard arrow and to each man a small

circle of cardboard. First a man and then a girl will play. The contestants will be blindfolded. The object of the men will be to completely protect the exposed heart by covering it with their cardboard circles before some cruel woman succeeds in piercing it with her arrow.

The girls should serve the men with the refreshments and assist them with their wraps when the time for departure comes.

A DAY-SY SOCIAL

No matter whether your favorite day of the week is washday or payday, you will find an evening of interest in this social.

A DAY-SY SOCIAL

This social is appropriate for any time of the year. Invitations may read as follows:

June ninth, at eight o'clock.

To our Day-sy social we gladly invite you,
If to spend a whole week in one evening won't
fright you.

The time will pass quickly—you may think us
crazy,

But tho' we may daze you, you'll feel like a daisy.

Come to the home of.....

An added touch to this invitation would be a calendar-outline of the month or week, with the date of the social marked in red. If a poster is used to advertise the social it may be decorated with daisies cut from paper napkins or crêpe paper.

Since the programme of this social is based upon the plan of one game for each day of the week, the decorations should be chosen accordingly. Calendars of all sizes and descriptions should adorn the walls. Towels, pans, mops, and other kitchen utensils should appear in profusion.

For the main part of the programme, seven games will be played, each representing one day of the week.

Washday

For Monday, the game will be "*washday*." Divide the company into four groups and let each group select a representative to compete in "hanging out the clothes." Give to each contestant a piece of clothes-line about five feet long, ten handkerchiefs, and ten clothes-pins. At the word "go" each player will put up his clothes-line between two chairs, and proceed to pin the handkerchiefs to the line as rapidly as possible. The winner is the one who first succeeds in getting his "washing" properly hung on the line. Each group will, of course, encourage its representative by cheers and advice.

Ironing Contest

For Tuesday, of course, an "ironing contest" is planned. For this game provide four ironing boards (table leaves will do), four irons (books, bricks, or paper weights will serve just as well), and four towels. Each group will form in single file. At the word "go" the leader in each group approaches the ironing board, seizes the towel, goes through the motions of ironing it, folds it neatly, and runs back with it to his group, throwing it around the neck of the person next in line, who goes through the same procedure. The team which is first to announce that all its members have successfully completed their ironing is declared the winner.

House-Cleaning

Wednesday is "house-cleaning day." Before the social print on pieces of colored cardboard, in letters about an inch high, the names of a number of articles

used in house-cleaning. Four different sets should be prepared on as many different colors of cards. Then cut up these words and hide the letters in various parts of the rooms where the social is held. Assign one color to each group. The task for each group will be to find as many letters as possible of its color and then to form these into words appropriate to house-cleaning day. The group forming the largest number of words in fifteen minutes wins.

Mending

Thursday is "mending day." Hang at one end of the room a picture of a pair of trousers with a large hole in the seat. Give to each guest a brightly colored patch and a pin. Each player is blindfolded in turn and seeks to pin his patch on the trousers so as most successfully to cover the hole.

Out of the Oven

"Out of the Oven" is an appropriate game for Friday. The players join hands in a large circle and a number is assigned to each. One player who is "in the oven" stands in the centre of the circle. As he calls two or more numbers, those to whom these numbers have been given must change places in the circle, while he tries to appropriate for himself one of the places left vacant. If he succeeds, the person whose place he has captured must stand in the oven until he in turn manages to recure another's place.

Pay Hunt

Saturday is "pay day," and the guests will enjoy a hunt for their "pay envelopes." Each envelope should

bear the name of a guest, and every person must hunt until he finds his own envelope. The envelopes may contain paper money, to pay for the refreshments which may now be served.

Bible Spell-down

A "Bible Spell-down" will be an appropriate game for Sunday, as the closing feature of the social. Divide the company into two groups, appoint a captain for each group and give to each captain a list of twenty questions on Bible history, with their answers. The teams are then sent into different rooms, and ten minutes are allowed in which the captains may endeavor to teach the members of their groups the answers to the questions. At the end of this period the teams come together and the questions are asked back and forth, first of one side and then of the other, in the same manner as at a spelling match. Players unable to answer a question must take their seats and the honors of the evening go to the side whose members remain standing after all the opposite team have been forced out of the game.

HARVEST, CORN OR
THANKSGIVING SOCIAL

Do you know beans? This harvest social will give you a chance to display your knowledge or ignorance. A complete evening's program is provided.

HARVEST, CORN, OR THANKSGIVING SOCIAL

Invitations should be written on corn-colored paper. Members of the social committees should wear corn-colored aprons, or if they prefer, the young ladies on the committee may wear frocks of corn-colored cheese-cloth. For decorations, cornstalks, squash, pumpkins, etc., may be used.

The price of admission for this social should be jelly, preserves, potatoes, or other articles of food, to be given later to some worthy family.

Getting Acquainted

As each guest enters he should be handed a numbered slip of paper with instructions as to his part in the "get-acquainted" game. For example, one slip may read: "No. 1, find No. 3 and introduce him or her to No. 11." "No. 2, shake hands with No. 10, and talk for two minutes on 'The funniest experience of your life'." Care should be taken, in preparing the instruction slips, that all numbers shall be used an equal number of times.

The Popcorn Game

This game is somewhat more lively but equally entertaining. An odd number of persons should play. The pianist starts playing a lively tune, and while the music

continues the players move rapidly around the room, no one being allowed to stand still, under penalty of a forfeit.

This game may be played a number of times until all stiffness and formality have disappeared and the company is thoroughly acquainted.

Corn-Judging Contest

A number of kernels of corn should be placed in a glass jar and each guest asked to write on a card his estimate of the number of kernels in the jar. A popcorn ball tied with ribbon should be presented with ceremony to the person making the best guess.

Corn-Dropping Game

For this game, several bottles with narrow necks should be provided. Each guest is given a turn to hold a bottle at arm's length in his left hand, while with his right hand, twelve inches above the bottle, he tries to drop twelve kernels of corn into the bottle, one at a time.

Harvest Scramble

The hostess should throw a handful of beans and a handful of corn into the air. The instructions to the guests are that each boy is to gather as many beans as possible, while each girl picks up all the corn she can. When the harvest has thus been gathered, the boy who has secured the largest number of beans and the girl who has gathered the largest number of kernels of corn may be invited to share between themselves a large red apple.

Corn versus Beans

The company should be divided into two parts, the members of one side being called "Corn" while the others are called "Beans." A circle is formed with the leader in the centre. The leader gives to each player a piece of ribbon or string, white ribbon to the "beans" and yellow ribbon to the "corn." One end of each ribbon is held by the leader. When the leader announces "Corn let go" the beans must let go their ribbon, and the "corn" must hold on. When the "beans" are ordered to let go, the "corn" must obey the command. Those who fail to do the opposite of the command of the leader, must drop out of the circle. The game continues until either the "beans" or the "corn" are entirely eliminated.

Corn-Guessing Contest

The company should be divided into four groups and the leader should ask the following questions, one after another. A point should be credited to the group, one of whose members is first to give the correct answer.

What corn is often used in recipes? (Answer: Cornstarch.)

What corn is part of a house? (Answer: Cornice.)

What corn is found in a band? (Answer: Cornet.)

What corn is a part of the eye? (Answer: Cornea.)

What corn does pussy hunt for? (Answer: Corner.)

What corn is found on a Christmas tree? (Answer: Cornucopia.)

What corn goes off with a bang? (Answer: Popcorn.)

What corn is a famous college? (Answer: Cornell.)

What corn was a noted general? (Answer: Cornwallis.)

Popcorn-Stringing Contest

Each contestant should be given a needle and a long piece of thread. In the centre of the group place a large bowl filled with popcorn. At the word "go" each player threads his needle and proceeds to string popcorn on his thread. The one making the longest popcorn string in a given length of time is proclaimed the winner.

A Hunt for Nuts

Pictures cut from advertisements and mounted on uniform sheets of paper should be hung around the room. The object of the game is to guess the nuts for which they stand. For example:

1. A picture of a scene in Brazil. (Brazil Nut.)
2. A butter advertisement. (Butternut.)
3. An old joke. (Chestnut.)
4. Advertisement of shredded cocoanut. (Cocoanut.)
5. A bunch of grapes. (Grapenut.)
6. Picture of a girl. (Hazelnut.)
7. Picture of Andrew Jackson. (Hickorynut.)
8. The letter "P." (Peanut.)
9. Label from a can of peas. (Pecan.)
10. The number 10 hanging on the wall. (Walnut.)

Corn muffins and coffee, popcorn balls, or cracker jack, would be appropriate refreshments.

A SHAMROCK PARTY

*Everybody has a warm spot in his heart
for "Old Erin." This Shamrock Party
can be made one of the big events of
your social year.*

A SHAMROCK PARTY

Invitations should be written in rhyme on decorated cards if the personal invitation is to be used; and of course the party should be advertised by original posters bearing the invitation and suitably decorated, or perhaps shamrock-shaped cards will be used.

Shamrocks naturally are the most appropriate decoration, and aprons made of St. Patrick's crêpe border paper edged with a ruffle of the plain green crêpe-paper and worn by the serving committee will give an additional seasonable touch.

- . Dividing by Families

As each one enters, his name for the evening written in green ink is pinned on him. Select four Irish surnames, which should be used an equal number of times so that the groups may be equally divided; that is, have "Mother Murphy," "Father Murphy," "Pat Murphy," "Mary Murphy," and all the other children in each family.

Story-Telling Contest

As the families get together, they are each asked to select the three best stories told by members of the family to enter into a "story-telling contest."

Have three judges, full of wit, ready to decide which

family has scored a point. Decorate each member of the winning family with a chain and pendant (green-string chain and green-paper pendant).

Potato Race

Each family is asked to enter two of its members, a young lady and a young man, for the "potato race." Thirty-two potatoes are placed on the floor in eight rows, equal distance apart. To each contestant will be given a spoon on which he must get the potato and carry it without any assistance from his left hand, and drop it in the basket at the end of his row. To each member of the family whose two representatives finish first are given a chain and a pendant.

Now all will play individually,

Where Does the Shamrock Grow?

Have a small shamrock drawn on the map of Ireland, and have each one, blindfolded, try to stick a tiny shamrock sticker on the drawn one. To the person coming the nearest are given another chain and pendant.

Feeding the Pig

Out of a large piece of green paper cambric cut the side view of a pig with its mouth open. Sew this on a large square of white paper cambric. Cut out the material in the V-shaped opening of the pig's mouth, and on the back of the white cambric sew a small bag with a drawstring at the bottom. Have each contestant, standing at a given distance from the pig, strive to throw a piece of potato into the pig's mouth. Those

succeeding in getting in two out of three pieces in each attempt receive another chain and pendant.

Find a Lucky Shamrock

This will be a search for shamrocks which have been hidden about the room. To the one finding the most shamrocks will be given a chain and a pendant.

The prize of the evening, a lovely stick of peppermint candy tied with a pretty green bow, will be given to the person holding the most chains and pendants.

A touch of green in the refreshments (which should be simple), or sandwiches and cakes cut in the shape of the shamrock, will add to the party.

VALENTINE SOCIAL

"In the spring a young man's (or woman's) fancy lightly turns to thoughts of love"—also in the summer, the fall and the winter This social is good fun for any season.

VALENTINE SOCIAL

Invitations to this party should be written on valentine postal cards or on paper hearts. A verse like the following may be used:

Here's a wish very hearty
That you'll come to our party
On Friday, the fourteenth, at eight.
Though your heart may be aching
Or even be breaking,
We'll fix it; so please don't be late.

The decorations may consist of paper hearts and cupids. Members of the reception committee may wear heart-shaped aprons.

Home-Made Love-Stories

On arrival each guest receives eight paper hearts and a lead-pencil, and is told to ask each person present what is to be done with them. After every one has become well acquainted in this way, and the crowd has gathered, it is announced that home-made love stories will now be written. Each guest is told to number his hearts consecutively. On heart No. 1 he must write his own name. All No. 1 hearts are then collected, shaken together and placed in a row, face down, on the table. On heart No. 2 some future date is to be written.

These hearts are then collected, and one is placed on top of each No. 1. The remaining hearts are treated in like manner. On No. 3 write what will happen on that date. On No. 4 where it will happen. No. 5, something he, or she, or they will have. No. 6, how he, she, or they, will get it. No. 7, how he, she, or they will use it. No. 8, the effect it will have.

After all of the hearts have been collected as described above, and arranged in piles, a complete set of eight is given to each guest to be read aloud. The combinations will be amusing. Some one may learn, for example, that on June 15, 1951, he will be married at the bottom of the sea on an automobile used for fishing, and live happily ever after.

Follow the Cobweb

Before the time of the party construct the "cobwebs" by draping long pieces of red string around the sides of the rooms. There should be a string for each guest. Promise the young men that at the end of the strings assigned to them each will find the name of his bride-to-be. To keep this promise, the beginning and the end of each man's string should be numbered alike. Then as soon as Mr. Jones takes string No. 1, some member of the reception committee should go quickly to the end of his string and quietly attach a slip on which "Mrs. Jones" has been written.

Each girl should be assured that at the end of her string she will find definite instructions as to where to look for her future husband. This can be arranged by attaching to the end of each string the name of a place, such as "coal-mine," "flying machine," "hospital," "grocery," etc.

Have at least one heart hanging from each string, bearing instructions as to something to be done before proceeding further, such as "Stop! Get Mary Ann a glass of water." "Stop! Talk to Sam Jones three minutes on the subject, The Funniest Experience of His Life," etc. A forfeit should be collected from each person failing to obey instructions.

A Hunt for Happiness

Hide a ring, a penny, and a thimble. After the articles have been found, announce that the finder of the ring will be married within the year, the finder of the penny will always have wealth, and the finder of the thimble will enjoy single blessedness.

Fortune Hearts

Hang in a row ten hearts of different sizes. Each heart is supposed to denote some good fortune, the smaller the heart, the better the fortune. Give each guest one chance to hit the hearts with either a bow and arrow or a soft rubber ball.

Mending Broken Hearts

Pass out paper hearts clipped into four irregular pieces and well shaken together. Let the players match the pieces, thus forming groups of four. Give to each group a sheet of paper and a number of pictures from magazines, scissors, and paste. Announce that a prize will be given to the group producing the best valentine with an original verse.

Cupid's Darts

Cut a large heart out of red paper cambric, and sew it to a large piece of white paper cambric. Cut a small hole in the red heart so that the white shows through. Give each guest a small white paper arrow. Blindfold each player in turn, and instruct him to pin his arrow on the heart. The winner is the person who succeeds in pinning his arrow nearest to the spot where the heart has been pierced.

A TRIP TO CHICAGO

*Everybody will enjoy this hilarious visit
to a great city. Several hundred people
can be entertained very readily, by divid-
ing into groups under different leaders.*

A TRIP TO CHICAGO

While this social has been planned as a trip to Chicago, the games may easily be connected with any other large city. A social of this sort is especially useful when a money-raising affair of some kind is desired.

The invitations should be written on folded sheets of paper. The outside cover should be headed "A Trip to Chicago," followed by the date, hour, and place of the social. A small picture of a train or a bit of scenery cut from some railroad advertising folder will complete the cover. On the two inside pages the following verses may be written:

Chi-ca-go, Illinois,
We want you there! We want you there!
Oh, come with us at 8.15;
We'll show you sights you've never seen
By dear Lake Michigan's waters green,
In Chi-ca-go.
Please bring your nickels and your dimes;
We guarantee the best of times.
A wondrous city you will see,
And spend a night of mirth and glee.

On the fourth page some of the attractions may be listed.

This social may be given either as a progressive party, one or more features being presented at each of several homes, or it may be held in your church parlors by using several rooms or dividing a large room into several compartments.

The Railroad Station

Upon their arrival the guests are ushered into the "station." This room should be decorated with time-tables and cards, railroad maps, folders, and newspapers. Signs posted around the room should announce that all bird-cages, poodles, hand-baggage, etc., must be checked before entering the Pullman. A check-stand should be provided for leaving wraps.

The travellers should be instructed to purchase their railroad tickets in the station. These may be merely long strips of paper folded like long-distance railroad tickets, and cut in two irregularly. After matching their halves for partners the guests should proceed to the

Pullman Car

Here the chairs will be arranged two by two on each side of an aisle. Every second pair of chairs will face in the opposite direction. "Windows" for the car can be made by hanging up landscape pictures cut from magazines.

A porter and a conductor should be provided for the train, and both should be exceedingly active. The porter will continually offer to brush the passengers, and will always have a hand outstretched for tips. The conductor will pass through the car at frequent intervals, punching the tickets in as officious a manner as

possible. The brakeman will call stops every two minutes, and announce an appropriate topic of conversation for each stop. For example, when he calls "Battle Creek, Michigan," the topic might be "The Latest Ford Joke;" at Troy, N. Y., "The Size of My Collar;" at Salt Lake City, Utah, "Why I Am (or am not) Married," etc. It is not necessary that the cities be called in geographical order. In fact, it will add to the merriment, if the train seems to skip back and forth from one side of the continent to the other.

A candy-butcher, going through the train selling popcorn balls and fudge, will add greatly to the pleasure of the travelers and to the financial profit of the evening.

After several stations have been called, a "waiter," appropriately costumed, passes through the car, announcing, "Last call for dinner," and the travelers move forward to the

Dining-Car

Small tables placed on each side of an aisle will make an excellent dining-car. Pictures should be hung up for windows, as in the Pullman. It is announced that a meal à la carte will be served, and a menu-card may be offered containing the following items:

Bluepoints on the half-shell		
Rolls	Hermits	Date gems
Canvasback duck	Pressed chicken	Escalloped potatoes
String-beans	Eggs on toast	
Peas		
Black or green tea	Chocolate	

Each guest may order what he desires, and a charge of a cent or two should be made for each item requested. After all orders have been taken the meal will be served, and some startling discoveries will be made. The "Blue-points on the half-shell" will be found to be pointed bits of blue tissue-paper pasted on the inside of a half peanut-shell. The "rolls" will be small rolls of pink cotton. The "hermits" will be small mittens cut out of paper. "Date gems" will be leaves from a small calendar, rolled and tied with narrow ribbon. "Canvasback duck" will be cut out of heavy paper, and a bit of canvas pasted on one side. A small paper chicken will surely be considered sufficiently "pressed." The "escaloped potatoes" will be slices of raw potato, cut in scallops around the edges. These should be kept in cold water until ready to serve. A few candy beans threaded on a string will serve splendidly as "string-beans," while for "eggs on toast," toasts to the guests may be written on slips of paper and pasted to small candy eggs. For "peas" cut two letter P's from green paper, and cut the letter T out of black paper for the black tea, and out of green paper for the green tea. A small square of milk chocolate will substitute for the other beverage.

The Arrival in Chicago

At the station platform the visitors will be met by a reception committee. Each member of the committee takes in charge a group of the sightseers, and the groups start out to "see the sights" by different routes, so that no attraction will be visited by the entire company at the same time.

The following list of attractions is purely suggestive. Every committee using this social will wish to introduce original ideas.

THE SIGHTS

1. Moving-Picture Show. On a long strip of cardboard with a string at the end fasten a couple of pictures. When the show commences, the operator merely pulls these pictures up and down over the back of a chair, or if possible something higher.
2. Photographic Gallery. A toy camera out of which a snake springs is used. Can be purchased in a ten-cent store usually.
3. The Beach and a Swimming Match. Here the guide invites the crowd to "see (sea) waves" as he waves a towel or handkerchief. In a pan of water is seen a match.
4. Wayworn Travelers. (Old shoes.)
5. An Absorbing Subject. (Sponge.)
5. Out for the Night. (Candle.)
7. The House the Colonel Lived in. (Corncob.)
8. Home of Burns. (Flatiron.)
9. A Regining Favorite. (Umbrella.)
10. A Mute Choir. (A quire of paper.)
11. Departed Days. (Last year's calendar.)
12. Sweet Sixteen. (Sixteen lumps of sugar.)
13. Assorted Liquors. (Lickers-whip, switch, slipper.)
14. We Part to Meet again. (Scissors.)
15. Deer in Winter. (Eggs.)
16. Spring's Offering. (Glass of water.)
17. Cause of American Revolution. (Tacks on T.)
18. A Rejected Beau. (An old bow of ribbon.)
19. The Greatest Bet Ever Made. (Alphabet.)
20. Little Peacemaker. (Chopping-knife.)

21. The Four Seasons. (Salt, pepper, mustard, vinegar.)
22. Common Sense. (Pennies.)

The attractions suggested in "The County Fair" may also be used in this social.

A Visit to Lincoln Park

The next attraction should be presented in a room large enough to accommodate the entire company. Lincoln Park should be announced. To each guest should be given a piece of wax gum and a few toothpicks, with instructions to mould some animal for the Zoo. An inexpensive prize may be given for the most clever model.

While in the park, drop the handkerchief, farmer in the dell, and other out-of-door games are played.

The Art Institute is next visited, and to each person is given a sheet of paper out of which he is to tear the outline of a picture. A prize may be given for the best work of "art" resulting from this contest.

The mystery restaurant is then reached, and each person orders what he wishes. The price should be indicated opposite each item. The explanations in parentheses should of course be omitted from the bill of fare.

Mystery Restaurant

Go-betweens (sandwiches).

Hot berry drink (coffee).

Registers (rolls).

Predicaments (pickles).

Rabbits (buns).

Perplexities (salad).
 Pressed curd (cheese).
 Confused mixtures (jumbles).
 A tight squeeze (lemonade).
 Buried seeds (berries).
 Golden spheres (oranges).
 Solid skimmings (ice cream).

The evening's entertainment may be closed by "going to _____" inserting the name of your town, and playing the same way as "going to Jerusalem."

The success of this social depends very largely on the ability and sociability of those taking the leaders' parts. On the matter of charges for the various items it should be borne in mind that the prices should never be so high as to detract from the enjoyment of the evening's pleasure.

A CHRISTMAS SOCIAL

One hundred and twenty minutes of good, clean fun. Everybody enjoys Christmas gifts and everybody will enjoy this Christmas party if it is properly planned and presented.

A CHRISTMAS SOCIAL

If individual invitations are to be used, Christmas postcards bearing a cordial greeting and an announcement of the social will be both inexpensive and attractive. Well-planned decorations will add much to the effectiveness of the social. Holly, red paper bells, Christmas trees, wreaths, red and green paper ornaments, can all be used to advantage. A tiny sprig of mistletoe, properly hung in some obscure corner, will add to the interest of the evening.

Christmas Pictures

The purpose of this game is to divide the company into two groups. Take two magazine covers bearing Christmas scenes, and cut them into irregularly shaped pieces, each into the same number, and give one piece on entrance to each guest with instructions to find those holding the other sections of his picture. After both sides have succeeded in matching their pieces properly, announcement should be made of the next game.

Christmas Charades

The charades for this game should be limited to words representing Christmas gifts. One group will go out of the room while the other chooses a word which may be acted out in pantomime or tableau. A

spokesman will announce the part of speech, the number of syllables, and whether the word will be acted out first by syllables (one scene each), and then as a whole, or vice versa. The first group is called in, and endeavors to guess the word acted out by their opponents. If they fail to guess correctly, they must forfeit a player to the other side.

Here are a few suggestions for Christmas charades:

Cuff-Links

Common noun of two syllables. Acted by syllables and then as a whole. Scene 1: One person cuffing another person's ears, or several pairs of folks doing likewise, so that all may have a part. Scene 2: A make-believe game of golf on "the links." Scene 3: A young man, with coat-sleeves slightly raised, prancing about.

Through the Holly Wreath

Suspend a holly wreath from the ceiling. Make snowballs by wadding cotton together and sewing it several times so as to hold it together. Have several so that, as one becomes worn, it can be replaced. Hand each contestant three snowballs; blindfold him; and have him endeavor to throw all three through the holly wreath. A tiny box containing one sugar-coated filbert, representing a snow ball, would be a tasty prize.

The Christmas Candles' Story

Place a small Christmas tree in the centre of a prettily decorated table. Then at each of the four corners of the table set a platter containing one dozen candles (Candles can easily be stuck to the platter by dropping

a little of the heated candle-grease on the platter and setting the candles in it immediately; when the grease has cooled, the candles stand firmly.) Blindfold the contestant, and after turning him about several times, allow him three blows. The number of candles left burning signify the number of years before joyous wedding bells will peal for him.

Christmas Gifts

Decorate a Christmas tree with wrapped gifts not exceeding five cents in value. Blindfolded, each guest is allowed to pick his gift from the tree. The admission to the social might be a wrapped gift not exceeding five cents in value, if it is thought best not to take the money out of the treasury.

Christmas Auction

Make Christmas coins by sticking two Christmas seals together. Give each one ten pieces. Have three or four inexpensive but splendidly wrapped articles (a lump of sugar, a lemon, a spray of holly, and a nut will do), for the guests to bid on after "investing their money."

Investing Christmas Money

At a given signal all are told to begin and continue asking one another questions until time is called. Any one using "yes" or "no" or any word beginning with the letter c in his answer must forfeit to the questioner one of his coins. Thus some will have more money than others with which to bid on the articles up for auction. A lively auctioneer adds much to the success of this game.

A DISCOVERY PARTY

The best way to meet the problem of "doubtful amusements" is to offer something worth-while in their place. The young people who come to this Discovery Party will discover that a "good time" does not have to be a bad time.

A DISCOVERY PARTY

Christopher Columbus discovered America on October 12, and a social in honor of the great discoverer can be made an attractive feature of the October recreational programme.

Invitations may be prepared in the form of small card-board ships. If preferred, the ships may be drawn on the cards or maybe pictures cut from the advertising sections of magazines.

Give to each guest upon entering a slip bearing the name of one of Columbus's three ships, the Pinta, the Santa Maria, or the Nina. This will divide the company into three groups.

Discovery

Now give to each person a small blank book with as many spaces for names as there are guests present. These little books may be easily made by fastening together slips of paper. The size of the page should be about two by three inches. Make sure that everybody has a lead-pencil.

It is now announced that the game of "discovery" will be played. The object of the game is to secure in the book, which has been provided, the names of as many guests as possible, indicating opposite each name the color of the person's eyes. In every case the information must be gathered by personal interview. Allow

fifteen minutes for the discoverers to seek these facts; then collect the books, and award a simple prize to the person that has the largest correct list.

Digging for Buried Treasure

"Digging for buried treasure" will be announced as the title of the next game. A number of shallow boxes filled with sand should be placed in different parts of the room, and one contestant from each ship should be assigned to each box, provided with a toy shovel, and instructed to dig for cents which have been concealed in the sand. Recognition should be given to the ship whose representative secures the largest number of cents within a given time.

Finding America

For the next game hang a large map of the United States at one end of the room. The contestants will be blindfolded in turn and told to pin a small paper ship on the map. The winner will be the person who succeeds in pinning his ship nearest to the city where the social is being held.

Palefaces and Indians

Divide the company into two lines, facing each other, about ten feet apart. One line will be the palefaces and the other the Indians. Assign a number to each person in each line, so that there are corresponding numbers on each side. A cardboard tomahawk or hatchet is placed by the leader on a line half-way between the two sides. The leader then calls a number, and the player on each side to whom that number has been given dashes

out from the line, and tries to secure the tomahawk before his opponent, thus scoring a point for his side. The side first securing twenty-one points wins the game.

Biographical Relay

For this game, the players are divided into teams of ten persons each, the members of each team standing one behind the other facing a blackboard. Give a piece of chalk to the first person in each team. At the signal to start, the leader in each file runs to the blackboard, writes the word "Columbus," and returns to his place, passing the chalk to the second in line, who in turn hastens to write the word "sailed." The game continues in this way, the object being to complete the sentence, "Columbus sailed the ocean blue, in fourteen hundred and ninety-two," each member of the team contributing a word. The team which first correctly completes its sentence wins the game.

Hunting for Hidden Mysteries

After a game requiring so much physical activity, a more quiet time will be appreciated. To each guest should be given a cent, a pencil, and a list of the following objects, which he is told may be discovered on the coin. The answers to these mysteries are given in parentheses after the name of the object. An inexpensive prize may be awarded to the person submitting the most nearly correct list.

All the following may be found on a Lincoln cent:

1. A snake (copperhead).
2. A submarine (under the "C").

3. A messenger (one cent).
4. A country (United States).
5. A fruit (date).
6. An animal (hair).
7. A flower (two lips).
8. A building (temple).
9. Top of a hill (brow).
10. Part of a river (mouth).
11. A beverage (tea).
12. Yourself (Eye).

An Oratorical Duet

An amusing close to the evening's entertainment will be afforded by an "oratorical duet." Two young men are needed for this oration, one rather tall and the other somewhat shorter. The tall young man stands in front, and is the only one visible to the audience. He wears a long coat or robe, and a high silk hat. The shorter of the two stands on a box behind his tall friend, completely concealed beneath the former's coat. His arms, however, are thrust through the sleeves of the coat, while the man in front keeps his arms at his sides or folded behind his back out of sight. The front member of the team then begins an enthusiastic oration about Columbus; and, as he speaks, his hidden partner proceeds to make more or less appropriate gestures. The result is a very amusing combination.

A HALLOWE'EN SOCIAL

No collection of socials is complete without a party for Hallowe'en. There are some different features about this party, however, that will help to make it especially attractive.

A HALLOWE'EN SOCIAL

October is the month of ghosts, witches, and goblins; and every hostess who entertains on or near Hallowe'en will wish to celebrate the occasion with appropriate ceremonies. More material is suggested here than can be used in the ordinary evening's entertainment, but the wise hostess will make a selection, and will doubtless add many original touches of her own.

The invitations for a Hallowe'en party should be written on white cards decorated with black cats, witches, goblins, etc. A form such as the following may be used:

"This is the night we call our own;
We ghosts and goblins all invite you.
If not afraid of sigh and moan,
We're sure our antics will delight you.

Come to the home of

Friday Evening, October 31,
at eight o'clock."

When the guests arrive, they will find on the front door of the hostess's home a sign stating that this entrance has been closed and that they must go to the rear of the house, where they will be admitted by giving three knocks on the kitchen door. When these instructions have been carried out, the door is opened by the

"Ghost" properly attired for the occasion. A very effective ghost's costume can be made of a long white sheet draped from the shoulders. Over the face is thrown a white cloth or old pillow-slip, in which narrow slits have been cut for the eyes.

The ghost at the entrance motions for silence, and waves the visitors in through a dimly lighted kitchen to the next doorway, where stands a second ghost, solemnly shaking hands with the guests in turn, and silently directing them to the next room. This performance is repeated until the room is reached where the guests are to lay off their wraps. The ghost at this doorway offers to shake hands in the usual way, but instead of extending his own hand, holds out a kid glove, filled with wet sawdust, which has been kept on ice all day to make it cold and clammy.

No Hallowe'en party is complete without an open fire of some sort, but, if the fireplace is not available, an excellent imitation bonfire can be constructed. Place an electric-light bulb on the floor, and attach it to the base plug by an extension cord. Lay red tissue-paper over the bulb, and cover it with sticks.

Just inside the room in which the social is to be held, a ghost is stationed whose business it is to manage, by motions and wierd sounds, that each guest on arrival shakes hands with those already gathered.

Ghost Pictures and Stories

After a few minutes of conversation the hostess passes out slips of paper which will be found to be parts of a ghost's picture, cut out of plain white paper. These are to be matched together, and the party in this way is divided into three groups. Each group is then told to

prepare an original ghost story, every member being expected to contribute a sentence or two. It is announced that the members of the group telling the best story will have conferred upon them the degree of "B. A. P."; those having the next best story, the degree of "L. A. P." When the refreshments are served, it will be discovered that the "B. A. P." stands for "Big Apple Pie"; "L. A. P." for "Little Apple Pie"; and "N. A. P." for "No Apple Pie."

Health, Wealth, Happiness

Now have the ghosts of Health, Wealth, and Happiness appear. These are three young men, as nearly of the same height as possible, each wearing a heavy coat underneath his ghostly attire. To each person present are given three slips of paper with instructions to write his name on each slip. Then, as the ghosts run in and out among the crowd, the guests must strive to pin their names on each one. A big rosy apple can be awarded to any one fortunate enough to pin his name on all three ghosts.

Famous Ghosts

Next, a procession of famous ghosts will make its appearance. The ghost of George Washington will be easily recognized because it will carry a hatchet. The ghost of Sir Walter Raleigh will spread a cloak for the ghost of Queen Elizabeth to walk on, etc. A dozen such ghosts should be introduced; then the guests, of course, are to guess whom they are supposed to represent. No costumes except sheets are necessary. The actions will tell the story.

Fortune-Telling

Fortune-telling is, of course, an essential feature of a Hallowe'en programme. Prepare the fortunes in advance by writing in lemon-juice on slips of paper with an ordinary new steel pen. At the proper time in the programme, a "gypsy" will take her seat by the make-believe bonfire, and passing out the slips, will invite each guest to place his initials in the upper left-hand corner. The slips are then collected, and one by one are held close over a lighted candle. The heat will bring out the hidden writing. In writing the fortunes on the slips of paper, sufficient margin should be left so that the gypsy may hold the writing over the candle without burning her fingers.

The Three Bowls

At the same time, if the crowd is large, a second group may be entertained by playing the game of the three bowls. One bowl contains clear water; another one contains water in which tea-grounds have been placed; and the third is empty. Blindfold the guest; change the positions of the bowls; and invite him to dip his finger into one. The first bowl denotes bliss with a handsome young man or maid; the second, with a widow or widower for a mate, and the last, single blessedness.

The number of years before joyous wedding bells will peal is told by setting a number of candles on a platter, blindfolding the guest, and instructing him to blow. Each candle left lighted denotes a year.

Let the guests be seated on the floor around the grate while some one, warned in advance, begins a story. Start

by telling that Hallowe'en, October 31, is the eve of the festival of All Saints, and that in England and Scotland it has long been devoted to harmless fireside revelries, going on to a weird ghost-story. When an exciting point has been reached, let the ghost with a loud wail jump into the middle of the group—just for excitement.

SPRING OR BUNNY PARTY

*Spring millinery, spring flowers, spring
vegetables—everything but spring fever
—are offered at this party for young
people.*

SPRING OR BUNNY PARTY

This social is especially appropriate for March or April. The invitation cards should have a flower or rabbit design in the corner. Each member of the social committee should make an original poster advertising the party.

The rooms where the party is held should be decorated with flowers, pussy-willow, and the branches of blossoming trees. If the real blossoms cannot be secured, artificial flowers and leaves can be made of tissue-paper, and attached to bare branches. Even the branches themselves may be imitated by covering sticks with brown paper. It is not at all necessary that the work be expertly done in order to be attractive. Even an amateur can produce results which will add to the decorative effect; and, even if some of the effects are a bit laughable, this will only help the enjoyment of the evening.

As each guest enters, a member of the reception committee should pin on his back a slip bearing the name of some flower, and instruct him that his first duty is to find out what flower he represents. This may be done by asking questions, for example, "Where do I grow?" "What color am I?" etc. Only one question may be asked of each person. When the name of the flower has been guessed, the slip may be transferred from the back to the front.

Matching Bunnies

This game is for the purpose of pairing off the guests. To each boy should be given one-half of a paper rabbit, and the corresponding half should be given to some girl in the party. The guests must hunt until they have found the persons holding the halves which fit their own. If preferred, a candy rabbit may be given to each guest, and the pairing may be accomplished by matching colored ribbons or numbers attached to the rabbits.

Spring Millinery

If the boys and girls have been paired off in couples as suggested in the foregoing game, the boys will now make spring hats for the girls, while the girls manufacture the boys' neckties. Two sheets of tissue-paper and a supply of pins should be given to each worker, with which to produce a "creation." If it has not been found possible to divide the company by couples, the guests may be gathered into groups of four or six, and each person may be directed to make his own spring hat or necktie.

Search for Eggs and Animals

Candy eggs and animal crackers may be concealed in different parts of the room, and a colored egg or a candy rabbit may be awarded to the person succeeding in finding the largest number. It will add to the interest of this game if the guests are marched around the room to the tune of the piano, and permitted to hunt only during brief intervals when the piano is not playing.

The Pageant of Trees

To each guest are given pencil and paper, and each strives to write down the correct names of the trees as they are acted by members of the party. Here are a few suggestions:

WILLOW: (Will-owe). A young man makes a purchase, and in answer to the customary "cash or charge?" replies "Charge it."

MAPLE: (May-pull). A young lady pulls the May sheets from calendars around the room at the end of a string.

SPRUCE: A young man repeatedly adjusts his tie, parts his hair, and brushes his coat.

POPLAR: (Popular). A young man surrounded by a number of girls or the reverse.

ASH: A young man in overalls goes through the motions of sifting ashes.

RUBBER: A young lady writes a letter, but constantly erases what she has written.

OAK: A young man wears a label marked "O. K."

PINE: A young lady with a sad and forlorn expression.

PEAR: A couple walking together.

BEECH: A small boy plays with a toy sailboat in a pan of water.

Flower-Garden

The players will be seated in a circle around the "gardener," one in the centre, who will tell the story. To each

player is given the name of a flower. Then the gardener begins his story by telling that he has come to the garden to get a bouquet. At the word "bouquet" all must change seats. If the gardener succeeds in securing a seat in the confusion, the player left without a chair becomes the gardener, and continues the story by naming the flowers composing the bouquet.

As each flower is mentioned, the player to whom that name has been assigned must arise from his seat and turn around rapidly three times. If he fails to do this, he forfeits his place to the gardener and becomes gardener in turn.

Vegetable-Patch

The players should seat themselves on the floor in a circle in true picnic style. Each player in the circle selects some word, the name of an object, to which he must refer in answering all questions put to him. One player stands in the centre of the ring, and propounds the questions. For example, he will say: "I hear you got into the vegetable-patch. How did you do it?" The player of whom he asks the question may have selected the word "chair," and will therefore answer, "With a chair." "What did you find there?" he will ask the next player. "An umbrella." "What did you do with it?" "Took it to church." A player failing to answer promptly, or laughing, must change places with the questioner. Forfeits may be required if desired.

Don't Step in the Flower-Bed

A large enclosure is marked off in the centre of the room and called the flower-bed. Some one is appointed

gardener, and takes his stand in the centre of the bed. The other players, several at a time, enter the flower-bed and tempt the gardener to tag them. When he succeeds, he trades places; and the one tagged becomes the gardener. If there are a number of players, it may be found advisable to have two or three gardeners.

A PATRIOTIC PARTY

The war is over, but we must not forget its lessons of patriotism. This social provides an evening full of fun with opportunity for a more serious touch at the close.

A PATRIOTIC PARTY

This party may be used to celebrate Decoration Day, Flag Day, the Fourth of July, or Armistice Day.

Invitations should bear tiny flag stickers, or a little silk flag might be attached to each.

The rooms should be decorated with American and foreign flags or tissue-paper garlands.

The Patriotic Grip

If the company is large and not well acquainted, start the evening's entertainment by playing "the patriotic grip." As each person enters the room, an ordinary paper bag decorated with a tiny flag, a star, or some other patriotic sticker, is placed over his right hand. Tie this bag around the wrist with red, white, or blue string. Instructions are given that the only way in which the bag may be removed is by wearing it out shaking hands. This rule should be strictly enforced.

Marching to Victory

If there are a number of young people in the party, they may enjoy playing "marching to victory." This is played to any patriotic tune. First line up the necessary number of chairs side by side, the first, third, fifth, etc., facing in one direction, and the second, fourth, sixth, and so on facing in the opposite direction. Have one

less chair in the row than you have players. The pianist plays a few measures, stopping abruptly when all scramble for a chair. The one left without a chair is out of the game. One chair is taken from the end of the line, and the game again commences. The winner is the one who succeeds in getting the final chair.

On to Berlin

When several have dropped out on the "march to victory," the hostess should start the game "on to Berlin." Give each contestant an American flag sticker. Hang a map of Europe on the wall or in a doorway. The object of the game is to see which guest, when blindfolded, can come nearest to planting Old Glory on Berlin.

Liberty Loan

The guests will now be ready to play "Liberty loan." Give each guest a number, and announce that all persons with odd numbers are members of Company A, while all those with even numbers are members of Company B. Direct the companies to form in two parallel lines facing each other. The person at the head of each line is the captain of the company. The hostess then hands to each captain ten bright cents. The captain must receive these in his right hand and pass them to the person next to him, and so on down the line and back. If a member of either company drops a penny, he must pick it up before he may pass his money to his neighbor. The company wins which first succeeds in completing the "Liberty loan" by returning the cents to the starting-point.

Target Practice

The guests should now be summoned to "target practice." Sew a large star cut out of red paper cambric on a square of white paper cambric. Cut a tiny hole in the centre of the star, so that the white material will show through. This little white circle is the spot at which each contestant will aim. Thrust a horseshoe-nail or a heavy needle through a cork so that the point will protude an inch or two on the other side. Then insert two or three feathers (if possible a red, a white, and a blue one), in the top to balance your weapon. The contestants should stand several feet away from the target and strive to hit the white circle in the centre. The target should be backed with boards or an old table-top.

Military Drill

If a returned soldier is a member of the party, a brief "military drill" will add interest to the evening's programme. The guests should be formed in line and instructed in a few of the military commands, such as "Right face," "Left face," "About face," "Mark time," "Halt," and "Right-hand salute." The leader or captain then says, "Uncle Sam says 'Right face,'" whereupon the company must all obey the command. In like manner he may give an order for any of the other movements, always prefacing his command with the words "Uncle Sam says." If at any time the captain omits the words "Uncle Sam says," the members of the company must refuse to obey the order. Any player obeying under these circumstances must either pay a forfeit or drop out of the game, as may be decided upon beforehand.

Inspection of the Infantry

Next comes "inspection of infantry." Baby pictures of the guests should be collected well in advance of the party. These should be numbered and prominently displayed in an adjoining room. Give each guest a white card, decorated with the picture of a soldier or a Red Cross nurse, and allow fifteen minutes in which the guests may try to identify the pictures. Remember that childhood pictures are often cherished possessions, and be careful not to injure them in any way. The use of red, white, and blue pencils will add a pleasing touch to this game.

Setting-up Exercises

The company will now be ready for the "setting-up exercises." All will be asked to join enthusiastically in singing to the tune of "John Brown's Body," the following verse:

"U. S. soldier has a cold upon his chest,
U. S. soldier has a cold upon his chest,
U. S. soldier has a cold upon his chest,
So he sends for the Red Cross nurse."

The second time this verse is sung, the guests are directed that instead of singing the word "soldier" they should omit this word and give the right-hand salute. The third verse should be sung in the same manner as the second, and in addition the word "cold" should be omitted, each singer giving a slight cough at this point in the song. In the fourth verse omit the word "chest," each person rubbing his own chest violently instead. The verses should be sung vigorously, and are sure to create much merriment. As the verse is being sung for the

fifth time, the waitresses, attired as Red Cross nurses, should enter with the evening's refreshments.

The refreshments should harmonize as much as possible with the patriotic nature of the occasion. If only light refreshments are desired, raspberry gelatine with whipped cream accompanied by star-pointed cookies would be both refreshing and attractive. Serve each portion on a small plate covered with a lace-paper doily.

If something more elaborate is desired, cherry salad, thin bread-and-butter sandwiches, and coffee may be provided. For the salad drain canned cherries, remove the stones, and fill the cavities with filbert-nut meats. Arrange in nests of lettuce-leaves, and serve with cream mayonnaise dressing. The sandwiches may be tied with red, white, and blue ribbon.

Paper napkins decorated in red, white, and blue would add a pretty touch to the decorative scheme.

An interesting feature of the evening's programme may be a short talk by a returned soldier or a Red Cross nurse about his or her military experiences, followed, if possible, by a display of souvenirs from the battle front.

Prizes for the various games may be simple and inexpensive.

The evening's programme will not be complete unless "America" or "The Star-Spangled Banner" is sung in closing.

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